

CUBIT Capability Proposal

Technical Area

Geometry, Meshing, Infrastructure, GUI, Graphics, etc..

Technical Lead

Cubit Developer in charge of technical area

GUI/Geometry	Brett Clark
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MRD Description

Describe the capability in terms of how a user would see it.

Remove the necessity for the user to work with “sheet bodies”. User should only have to work with surfaces.

SRS Description

What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

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| <ol style="list-style-type: none">1. Change the geometry tree so it only displays surfaces by default. The sheet body could be displayed if the user wants to show the parents of the surface. (same as we do with volumes)2. Change command syntax for all commands that accept a sheet body to also accept a surface. |
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Justification

Describe why this is important and what impact it will have if it is implemented. (or not implemented).

The “sheet body” entity can be confusing to users. In the same way that we removed the need for the user to understand “body”, we should do the same thing with sheet bodies. This is more important now that we are implementing the new midsurface capabilities. Cubit will be creating sheet bodies and surfaces. It will be hard for users to distinguish between them.

Resources

Who will work on this

Time estimate

How much time will it take in man-weeks

Targeted Release

10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)

Corey	2 weeks	10.2
Randy	1 day	

Submitted By:**Date:**

Steve Owen	4/5/06
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